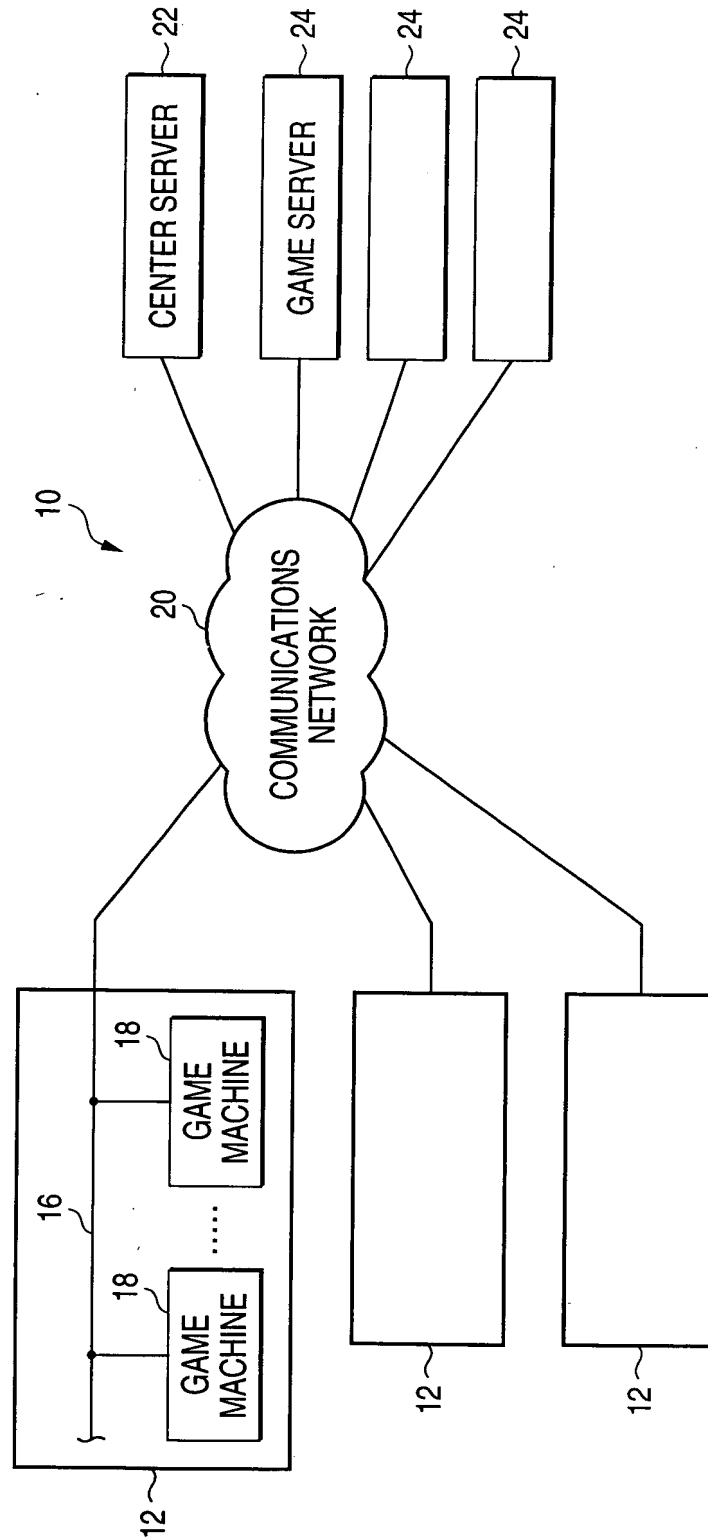


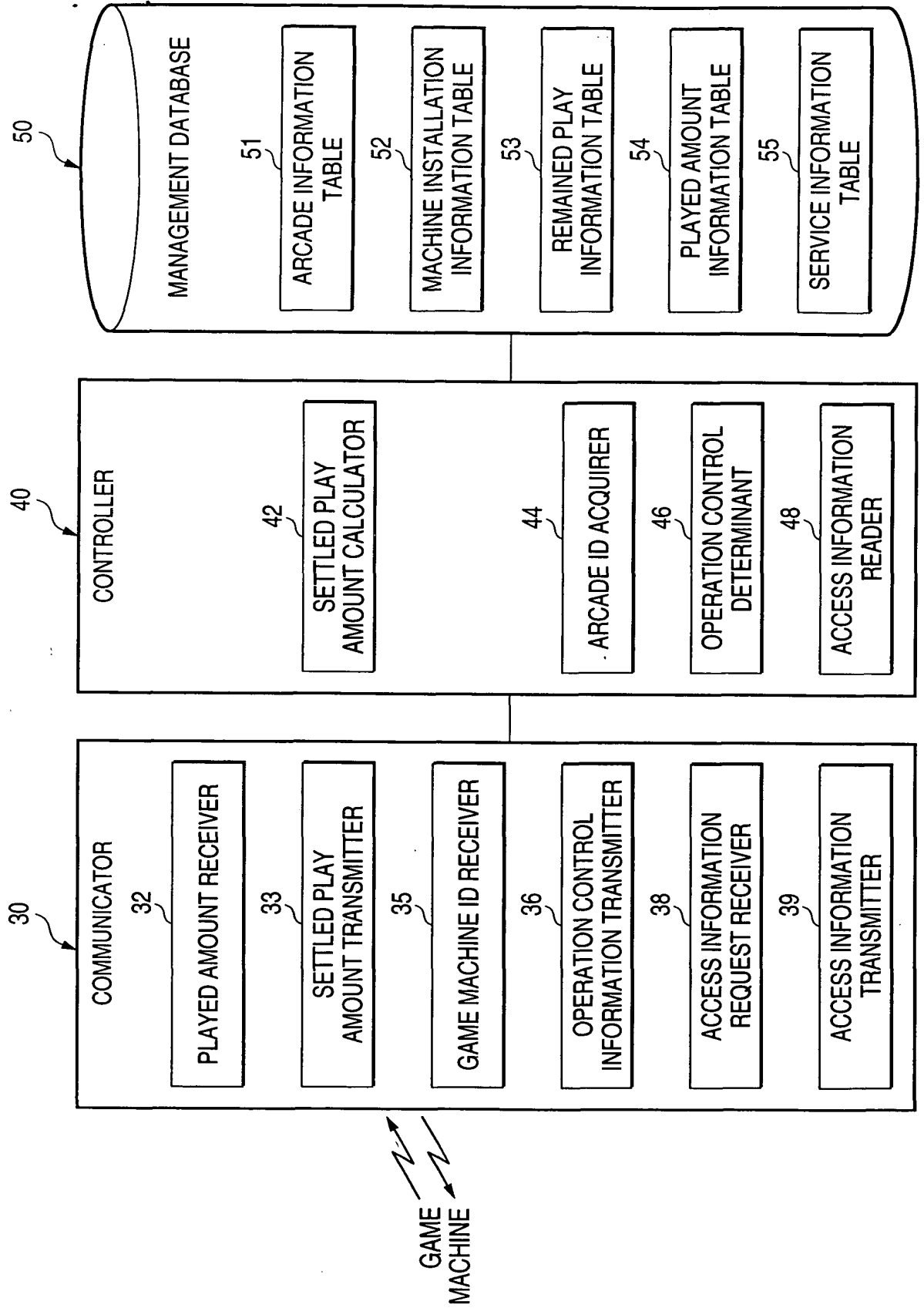
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FIG. 1



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FIG. 2



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*FIG. 3*

ARCADE ID	NETWORK ADDRESS
0001	NETWORK ADDRESS 1
0002	NETWORK ADDRESS 2
0003	NETWORK ADDRESS 3

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*FIG. 4*

ARCADE ID	GAME MACHINE ID
0001	P001
0001	P002
0001	P003

52

*FIG. 5*

ARCADE ID	REMAINED PLAY AMOUNT
0001	1000
0002	500
0003	1500

53

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*FIG. 6*

GAME MACHINE ID	PLAYED AMOUNT	SETTLED PLAY AMOUNT
0001	1000	800
0002	1500	1500
0003	2000	2000

54

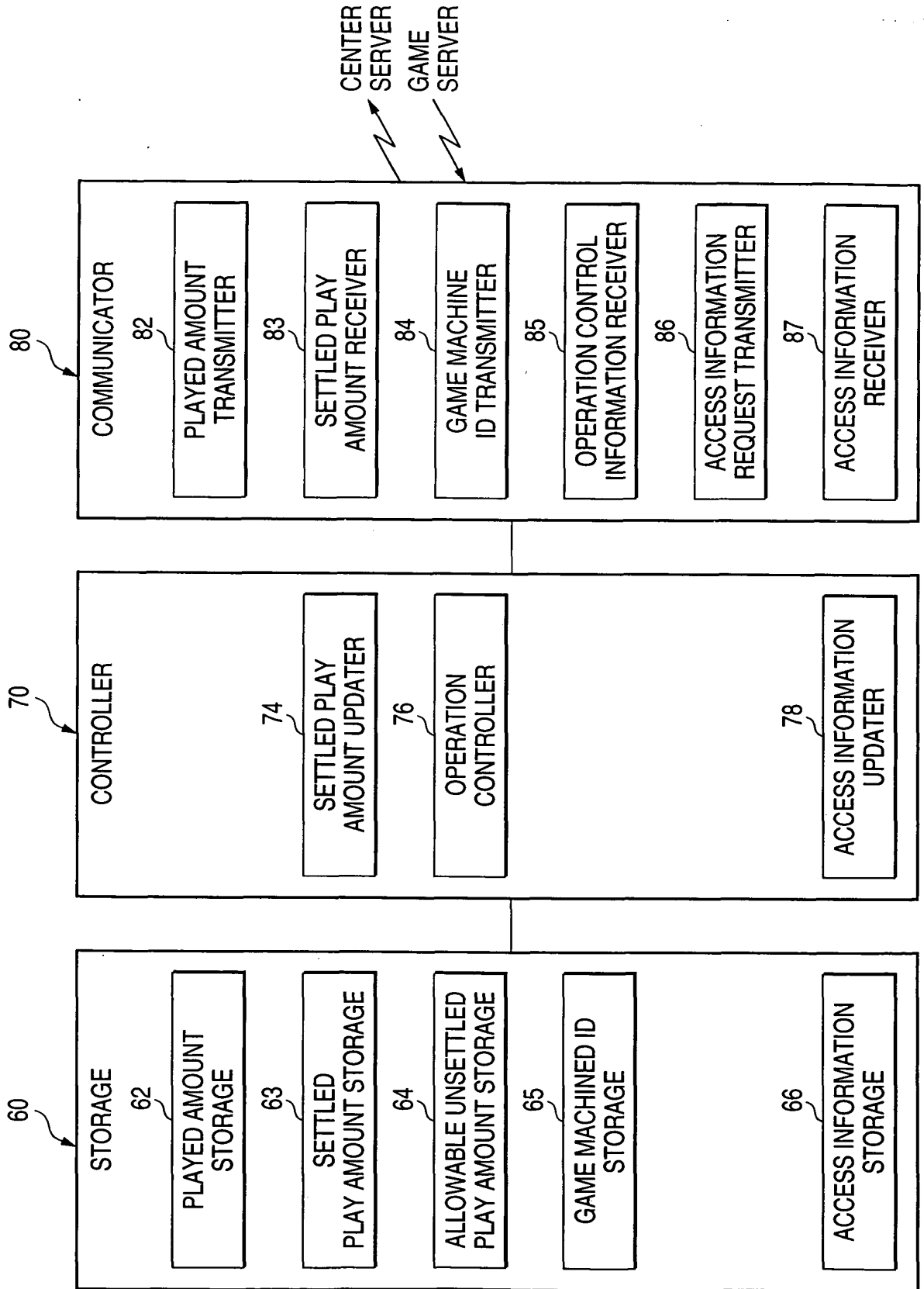
*FIG. 7*

SERVICE	ACCESS DESTINATION
SERVICE 1	http://center/cgi-bin/service1.cgi
SERVICE 2	http://center/cgi-bin/service2.cgi
SERVICE 3	http://center/cgi-bin/service3.cgi

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FIG. 8



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*FIG. 9*

PLAYED AMOUNT	SETTLED PLAY AMOUNT	ALLOWABLE UNSETTLED PLAY AMOUNT
1000	1000	100

*FIG. 10*

SERVICE	ACCESS DESTINATION
SERVICE 1	http://center/cgi-bin/service1.cgi
SERVICE 2	http://center/cgi-bin/service2.cgi
SERVICE 3	http://center/cgi-bin/service3.cgi

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FIG. 11

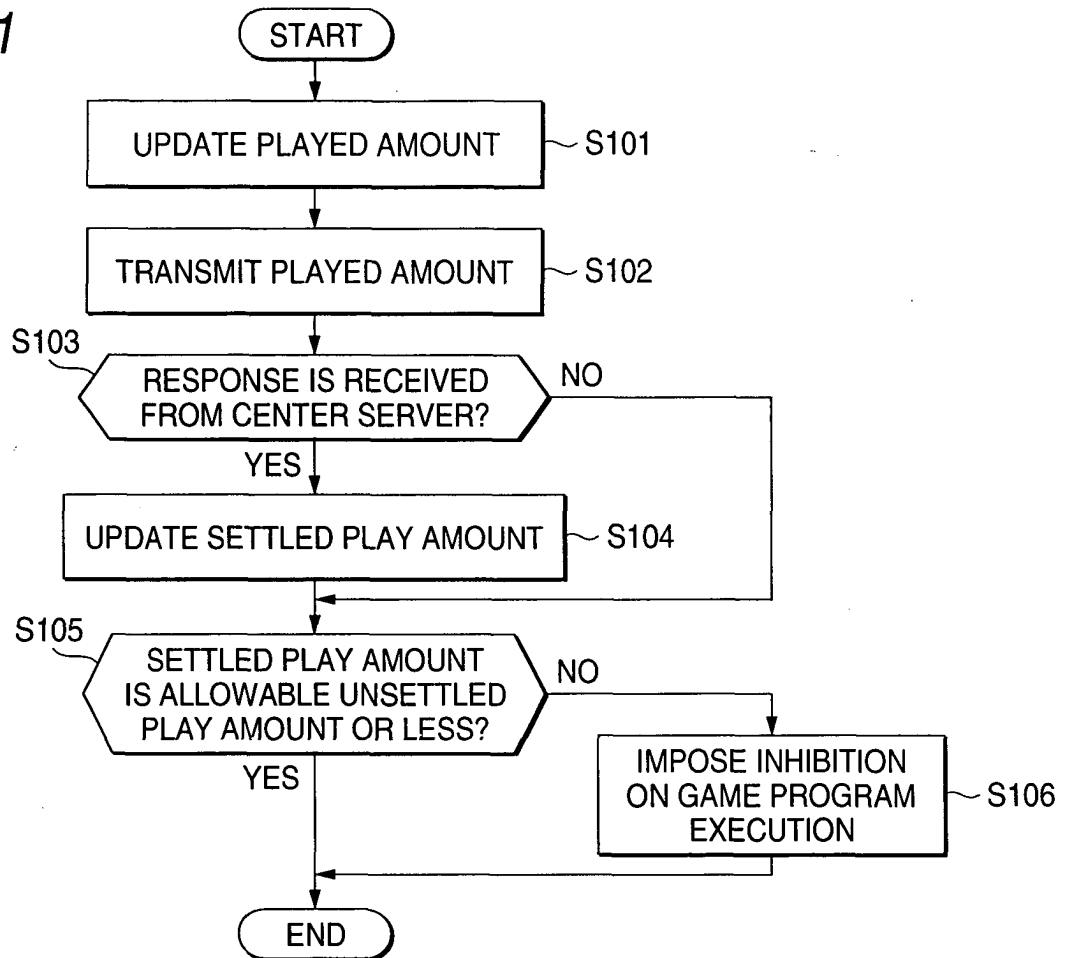
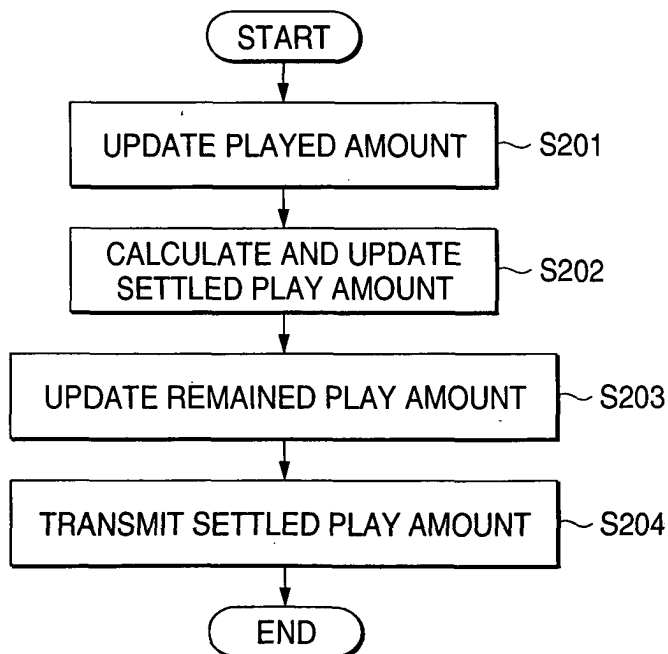


FIG. 12



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FIG. 13A

GAME MACHINE			CENTER SERVER		
PLAYED AMOUNT	SETTLED PLAY AMOUNT	ALLOWABLE UNSETTLED PLAY AMOUNT	PLAYED AMOUNT	SETTLED PLAY AMOUNT	REMAINED PLAY AMOUNT
100	100	10	100	100	15

FIG. 13B

GAME MACHINE			CENTER SERVER		
PLAYED AMOUNT	SETTLED PLAY AMOUNT	ALLOWABLE UNSETTLED PLAY AMOUNT	PLAYED AMOUNT	SETTLED PLAY AMOUNT	REMAINED PLAY AMOUNT
101	101	10	101	101	14

FIG. 13C

GAME MACHINE			CENTER SERVER		
PLAYED AMOUNT	SETTLED PLAY AMOUNT	ALLOWABLE UNSETTLED PLAY AMOUNT	PLAYED AMOUNT	SETTLED PLAY AMOUNT	REMAINED PLAY AMOUNT
102	101	10	101	101	14



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FIG. 14

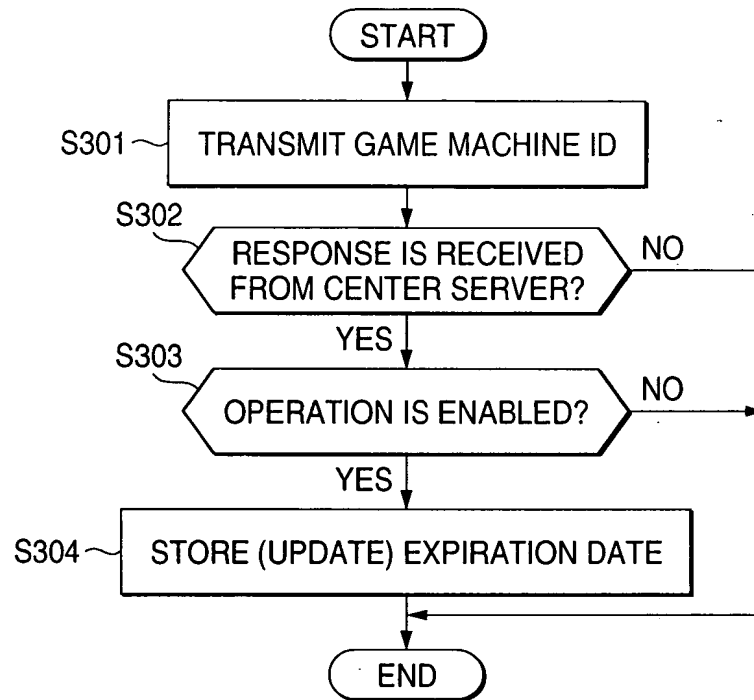
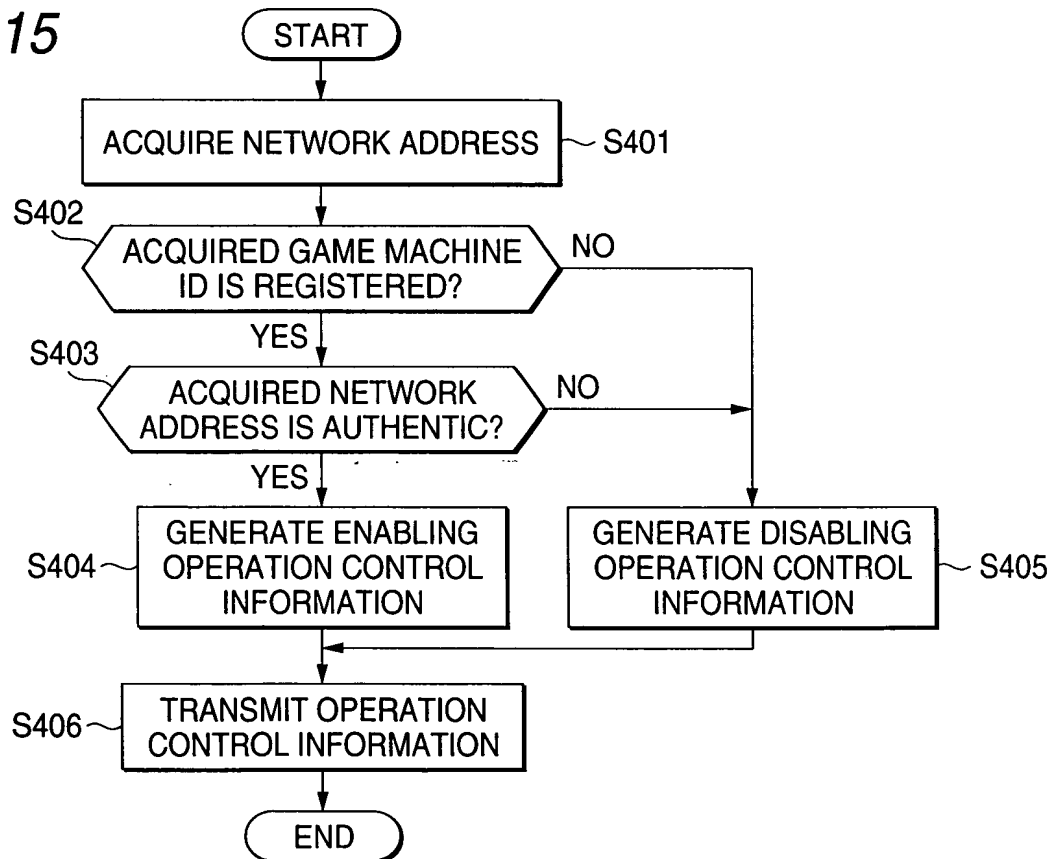


FIG. 15



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FIG. 16

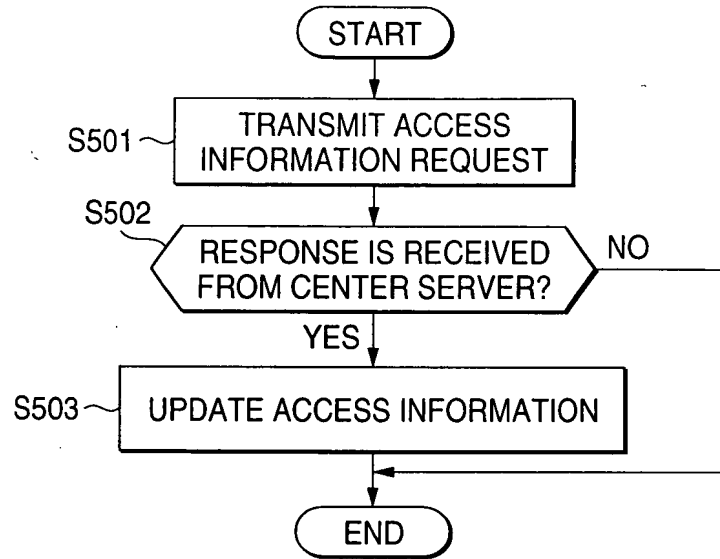


FIG. 17

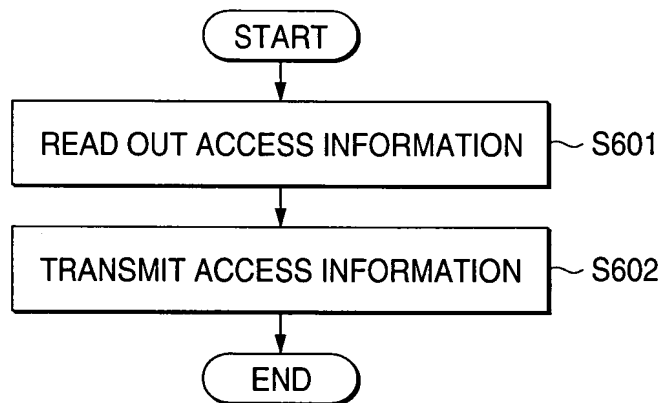


FIG. 18

